This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (Currently Amended) A computer-readable storage medium storing a program for a video game, which draws ~~an~~ a three-dimensional object in a virtual space,

wherein said program is structured so as to make a computer perform:

generating a contour-drawing object having a size greater than that of said three-dimensional object;

determining positions of said contour-drawing object and said three-dimensional object so that said contour-drawing object thus generated is positioned behind said three-dimensional object when observed from a view point;

determining whether any portion of the contour-drawing object overlaps said three-dimensional object when observed from the view point; and

B1

drawing said three-dimensional object at said position thus determined and drawing said contour-drawing object in an optional contour color and at said determined position except for ~~an overlapping~~ a portion of the contour-drawing object that overlaps ~~between~~ said three-dimensional object ~~and said contour-drawing object~~ when observed from the view point.

2. (Currently Amended) The computer-readable storage medium according to Claim 1, wherein in said drawing, said contour-drawing object and said three-dimensional object are drawn at said respective determined positions in the order named.

3. (Currently Amended) The computer-readable storage medium according to Claim 1, wherein in said drawing, a hidden surface removal treatment using a Z buffer is carried out to draw said three-dimensional object at said determined position and draw said contour-drawing object at said determined position and in the optional contour color.

4. (Currently Amended) The computer-readable storage medium according to Claim 1, wherein in said generation of the contour-drawing object, the contour-drawing object is generated by expanding the size of said three-dimensional object.

5. (Currently Amended) The computer-readable storage medium according to Claim 1, wherein in said determining, the positions of said contour-drawing object and said three-dimensional object are determined so that said contour-drawing object generated appears outside the edge of said three-dimensional object when observed from the view point.

6. (Currently Amended) The computer-readable storage medium according to Claim 1, wherein in said drawing, said three-dimensional object is drawn at said determined position and said contour-drawing object is drawn at said determined position except for the overlapping portion between said three-dimensional object and said contour-drawing object when observed from the view point, by use of texture mapping.

7. (Currently Amended) The computer-readable storage medium according to Claim 1, wherein in said drawing, said three-dimensional object is drawn at said determined position and said contour-drawing object is drawn at said determined position except for the overlapping portion between said three-dimensional object and said contour-drawing object when observed from the view point, by use of texture mapping with texture varying with a lapse of time.

8. (Currently Amended) A computer-readable storage medium storing a program for a video game, which draws [[an]] a three-dimensional object comprised of a plurality of polygons,

wherein said program is structured so as to make a computer perform:

generating a contour-drawing object having a size greater than that of said three-dimensional object;

setting a distance from a view point of each polygon forming said contour-drawing object and said three-dimensional object so that said contour-drawing object thus generated is positioned behind said three-dimensional object when observed from the view point; and

drawing each polygon forming said three-dimensional object and drawing each polygon forming said contour-drawing object in an optional contour color in accordance with a drawing order of said polygons resulting from sequencing of said polygons from the greatest distance from the view point, set in said setting.

9. (Currently Amended) A computer-readable storage medium storing a program for a video game, which draws [[an]] a three-dimensional object comprised of a plurality of polygons,

wherein said program is structured so as to make a computer perform:

generating a contour-drawing object having a size greater than that of said three-dimensional object;

setting a distance from a view point of each polygon forming said contour-drawing object and said three-dimensional object so that said contour-drawing object thus generated is positioned behind said three-dimensional object when observed from the view point; and

drawing a pixel according to a polygon having a distance closest to the view point, set in said setting, out of polygons projectable into said pixel, wherein when the polygon projected into the pixel is a polygon forming said three-dimensional object, said pixel is drawn according to said polygon and wherein when the polygon projected into the pixel is a polygon forming said contour-drawing object, said pixel is drawn in an optional contour color.

10. (Currently Amended) An object drawing method in a video game, which draws [[an]] a three-dimensional object in a virtual space, said object drawing method comprising:

B1 Cont

generating a contour-drawing object having a size greater than that of said three-dimensional object;

determining positions of said contour-drawing object and said three-dimensional object so that said contour-drawing object thus generated is positioned behind said three-dimensional object when observed from a view point;

determining whether any portion of the contour-drawing object overlaps said three-dimensional object when observed from the view point; and

drawing said three-dimensional object at said position thus determined and drawing said contour-drawing object in an optional contour color and at said determined position except for ~~an overlapping~~ a portion of the contour-drawing object that overlaps ~~between~~ said three-dimensional object ~~and said contour-drawing object~~ when observed from the view point.

11. (Currently Amended) The object drawing method in the video game according to Claim 10, wherein in said drawing, said contour-drawing object and said three-dimensional object are drawn at said respective determined positions in the order named.

12. (Currently Amended) An object drawing method in a video game, which draws [[an]] a three-dimensional object comprised of a plurality of polygons, said object drawing method comprising:

generating a contour-drawing object having a size greater than that of said three-dimensional object;

setting a distance from a view point of each polygon forming said contour-drawing object and said three-dimensional object so that said contour-drawing object thus generated is positioned behind said three-dimensional object when observed from the view point; and

drawing each polygon forming said three-dimensional object and drawing each polygon forming said contour-drawing object in an optional contour color in accordance with a drawing order of said polygons resulting from sequencing of said polygons from the greatest distance from the view point, set in said setting.

13. (Currently Amended) An object drawing method in a video game, which draws [[an]] a three-dimensional object comprised of a plurality of polygons, said object drawing method comprising:

generating a contour-drawing object having a size greater than that of said three-dimensional object;

B1 Cont

setting a distance from a view point of each polygon forming said contour-drawing object and said three-dimensional object so that said contour-drawing object thus generated is positioned behind said three-dimensional object when observed from the view point; and

drawing a pixel according to a polygon having a distance closest to the view point, set in said setting, out of polygons projectable into said pixel, wherein when the polygon projected into the pixel is a polygon forming said three-dimensional object, said pixel is drawn according to said polygon and wherein when the polygon projected into the pixel is a polygon forming said contour-drawing object, said pixel is drawn in an optional contour color.

14. (Currently Amended) A video game apparatus, which comprises

a computer-readable storage medium storing a program for a video game which draws [[an]] a three-dimensional object in a virtual space; and

a computer which reads out at least one of said program from said recording medium to perform, by reading out at least one of said program from said storage medium, generating a contour-drawing object having a size greater than that of said three-dimensional object;

determining positions of said contour-drawing object and said three-dimensional object so that said contour-drawing object thus generated in said generation is positioned behind said three-dimensional object when observed from a view point;

determining whether any portion of the contour-drawing object overlaps said three-dimensional object when observed from the view point; and

drawing said three-dimensional object at said position thus determined by said position determination and drawing said contour-drawing object in an optional contour color and at said position determined by said position determination except for ~~an overlapping~~ a portion of the. contour-drawing object that overlaps ~~between~~ said three-dimensional object ~~and said contour-drawing object~~ when observed from the view point.

15. (Currently Amended) The video game apparatus according to Claim 14, wherein said drawing means draws said contour-drawing object and said three-dimensional object at said respective positions determined by said position determining means in the order named.

16. (Currently Amended) A video game apparatus, which comprises

a computer-readable storage medium storing a program for a video game which draws [[an]] a three-dimensional object comprised of a plurality of polygons in a virtual space; and

a computer which reads out at least one of said program from said recording medium to perform, by reading out at least one of said program from said storage medium, generating a contour-drawing object having a size greater than that of said three-dimensional object; setting a distance from a view point of each polygon forming said contour-drawing object and said three-dimensional object so that said contour-drawing object thus generated by said generation is positioned behind said three-dimensional object when observed from the view point; and drawing each polygon forming said three-dimensional object and drawing each polygon forming said contour-drawing object in an optional contour color in accordance with a drawing order of said polygons resulting from sequencing of said polygons from the greatest distance from the view point, set in said setting.

B1 cont

17. (Currently Amended) A video game apparatus, which comprises:

a computer-readable storage medium storing a program for a video game which draws [[an]] a three-dimensional object comprised of a plurality of polygons in a virtual space; and

a computer which reads out at least one of said program from said recording medium to perform, by reading out at least one of said program from said storage medium,

generating a contour-drawing object having a size greater than that of said three-dimensional object;

setting a distance from a view point of each polygon forming said contour-drawing object and said three-dimensional object so that said contour-drawing object thus generated in said

generation is positioned behind said three-dimensional object when observed from the view point; and

drawing a pixel according to a polygon having a distance closest to the view point, set in said setting, out of polygons projectable into said pixel, wherein when the polygon projected into the pixel is a polygon forming said three-dimensional object, said pixel according to said polygon is drawn and wherein when the polygon projected into the pixel is a polygon forming said contour-drawing object, said pixel in an optional contour color is drawn.

18. (Currently Amended) A video game apparatus which draws [[an]] a three-dimensional object in a virtual space, comprising:

a computer; and

a computer-readable storage medium storing a program to be executed by said computer,

wherein said program is structured so as to make said computer perform:

B1 Cnt

generating a contour-drawing object having a size greater than that of said three-dimensional object;

determining positions of said contour-drawing object and said three-dimensional object so that said contour-drawing object thus generated in said generation is positioned behind said three-dimensional object when observed from a view point;

determining whether any portion of the contour-drawing object overlaps said three-dimensional object when observed from the view point; and

drawing said three-dimensional object at said position thus determined in said position determination and drawing said contour-drawing object in an optional contour color and at said position determined in said position determination except for ~~an overlapping~~ a portion of the contour-drawing object that overlaps ~~between~~ said three-dimensional object ~~and said contour-drawing object~~ when observed from the view point.

19. (Currently Amended) A computer program for a video game, which draws [[an]] a three-dimensional object in a virtual space,

wherein said computer program is structured so as to make a computer perform:

generating a contour-drawing object having a size greater than that of said three-dimensional object;

determining positions of said contour-drawing object and said three-dimensional object so that said contour-drawing object thus generated is positioned behind said three-dimensional object when observed from a view point;

determining whether any portion of the contour-drawing object overlaps said three-dimensional object when observed from the view point; and

drawing said three-dimensional object at said position thus determined and drawing said contour-drawing object in an optional contour color and at said determined position except for ~~an overlapping~~ a portion of the contour-drawing object that overlaps ~~between~~ said three-dimensional object ~~and said contour-drawing object~~ when observed from the view point.

20. (Currently Amended) A computer program for a video game, which draws [[an]] a three-dimensional object comprised of a plurality of polygons,

wherein said computer program is structured so as to make a computer perform:

generating a contour-drawing object having a size greater than that of said three-dimensional object;

setting a distance from a view point of each polygon forming said contour-drawing object and said three-dimensional object so that said contour-drawing object thus generated is positioned behind said three-dimensional object when observed from the view point; and

drawing each polygon forming said three-dimensional object and drawing each polygon forming said contour-drawing object in an optional contour color in accordance with a drawing order of said polygons resulting from sequencing of said polygons from the greatest distance from the view point, set in said setting.

21. (Currently Amended) A computer program for a video game, which draws [[an]] a three-dimensional object comprised of a plurality of polygons,

wherein said computer program is structured so as to make a computer perform:

generating a contour-drawing object having a size greater than that of said three-dimensional object;

setting a distance from a view point of each polygon forming said contour-drawing object and said three-dimensional object so that said contour-drawing object thus generated is positioned behind said three-dimensional object when observed from the view point; and

drawing a pixel according to a polygon having a distance closest to the view point, set in said setting, out of polygons projectable into said pixel, wherein when the polygon projected into the pixel is a polygon forming said three-dimensional object, said pixel is drawn according to said polygon and wherein when the polygon projected into the pixel is a polygon forming said contour-drawing object, said pixel is drawn in an optional contour color.